

**Listing of Claims:**

(Claims 82, 85, 87, 89, 92, 93 and 100 have been amended, and claims 103-109 have been added)

82. (Currently Amended) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for the group of users;

assessing, during the session, the understanding of at least one user user's understanding in an area of the subject;

allowing some of the users to interact among themselves privately, separate from at least one other user; and

generating a report that includes information regarding the understanding of the at least one user in at least one the area of the subject, wherein the report also can include information regarding the overall understanding of a number of users as a group in at least one area of the subject.

83. (Previously Presented) A computer-implemented group-learning method as recited in claim 82 further comprising customizing the training of the at least one user on the subject based on assessing that user's understanding.

84. (Previously Presented) A computer-implemented group-learning method as recited in claim 82 further comprising recording the session to allow for later playback.

85. (Currently Amended) A computer-implemented group-learning method as recited in claim 82 further comprising ~~registering the users for the session~~ allowing the users to register for the session.

86. (Previously Presented) A computer-implemented group-learning method as recited in claim 82 wherein, at least for some of the users, each is represented by a symbol on a screen that can be seen by the other users during the session.

87. (Currently Amended) A computer-implemented group-learning method as recited in claim 82 wherein the face of at least one user user's face can be seen on a screen by other users during the session.

88. (Previously Presented) A computer-implemented group-learning method as recited in claim 82 further comprising allowing an instructor to observe a user during the session.

89. (Currently Amended) A computer-implemented group-learning method as recited in claim 82 further comprising, during the session, providing materials related to the subject to just one user, to allow the user to learn ~~for a user to learn at the user's pace during the session.~~

90. (Previously presented) A computer-implemented group-learning method as recited in claim 82 further comprising:

allowing a user to create notes while working on the subject; and  
allowing the user to extract a portion of the retrieved materials and add the portion to the user's notes.

91. (Previously Presented) A computer-implemented group-learning method as recited in claim 90 wherein the user's notes can be saved to allow for later review.

92. (Currently Amended) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn; allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session; retrieving materials related to the subject during the dialog session for the group of users; representing, at least for some of the users, each by a symbol on a screen that can be seen by the other users during the session; allowing the face of at least one user user's face to be seen on the screen by other users during the session, wherein the face of another user user's face can be seen on the screen by other users during the session, and wherein the another user and the at least one user are connected by a network, through which they can communicate during the session.

93. (Currently Amended) A computer-implemented group-learning method as recited in claim 92 further comprising assessing, during the session, the understanding of at least one user user's understanding in an area of the subject.

94. (Previously Presented) A computer-implemented group-learning method as recited in claim 92 further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.

95. (Previously Presented) A computer-implemented group-learning method as recited in claim 92 further comprising recording the session to allow for later playback.

96. (Previously Presented) A computer-implemented group-learning method as recited in claim 92 further comprising:

allowing a user to create notes on the subject; and allowing the user to link a piece of notes created to an area of the materials retrieved.

97. (Previously Presented) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;

retrieving materials related to the subject for a user;

allowing the user to create notes while working on the subject; and

allowing the user to link a piece of notes created to an area of the materials retrieved.

98. (Previously Presented) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;

retrieving materials related to the subject for a user;

allowing the user to create notes while working on the subject; and

allowing the user to extract a portion of the retrieved materials and add the portion to the user's notes.

99. (Previously Presented) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn, such that during such dialogue, one user can share a drawing with the other users, and changes made in the drawing can be seen by the other users as the changes are made;

retrieving materials related to the subject for a user, with at least a portion of the materials tailored to the user, such that the materials retrieved can be different for a different user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

100. (Currently Amended) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

allowing some of the users, which can be more than two, to engage in a separate dialogue privately among themselves, apart from at least one other user, such that during such dialogue,

among the some of the users, allow one user to transmit materials to the other users, with the materials received by the other users, one user can transmit a drawing to the other users,

among the some of the users, allow one user to transmit materials to another user, with the materials received by the another user, in private, and

during such dialogue, materials on a problem regarding the subject are can be sent to the users to allow them to work on the problem;

retrieving materials related to the subject for a user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

101. (Previously Presented) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

retrieving materials related to the subject, during the dialogue session, for at least one of the users to work on;

asking at least one user a question regarding the subject during the dialogue session;

retrieving materials related to the subject for a user; and  
allowing the user to individually work on the retrieved materials not during the dialogue session.

102. (Previously Presented) A computer-implemented group-learning method as recited in claim 101 further comprising allowing the at least one user to respond to the question with a sentence.

103. (New) A computer-implemented group-learning method as recited in claim 82 wherein the assessment allows the at least one user to select a response from a plurality of responses.

104. (New) A computer-implemented group-learning method as recited in claim 85 further comprising creating a profile for the at least one user to keep track of the understanding of the user in the subject.

105. (New) A computer-implemented group-learning method as recited in claim 86 wherein the symbol of at least one user can be selected by the user.

106. (New) A computer-implemented group-learning method as recited in claim 88 further comprising allowing the instructor to transmit materials to just that user.

107. (New) A computer-implemented group-learning method as recited in claim 100 wherein among the some of the users, one user can transmit a drawing to the other users during the separate dialogue.

108. (New) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

allowing a user to transmit materials to the other users, with the materials received by the other users, during the session;

allowing a user to transmit materials to one other user, with the materials received by the one other user, in private, during the session;

allowing materials on a problem regarding the subject to be sent to the users so that they can work on the problem; and

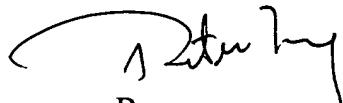
retrieving materials related to the subject for a user to allow the user to individually work on the retrieved materials not during the dialogue session.

109. (New) A computer-implemented group-learning method as recited in claim 108 further comprising allowing a user to decide whether materials are received by the user in an audio manner or in an audio-visual manner.

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